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1 Shape matching using edit-distance: an implementation
Philip N. Klein, Thomas B. Sebastian, Benjamin B. Kimia
January 2001 **Proceedings of the twelfth annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics
Full text available: pdf(801.58 KB) Additional Information: full citation, abstract, references, citings, index terms

We report on our experience with the implementation of an algorithm for comparing shapes by computing the edit-distance between their medial axes. A shape-comparison method that is robust to various visual transformations has several applications in computer vision, including organizing and querying an image database, and object recognition.

There are two components to research on this problem, mathematical formulation of the shape-comparison problem and the computational solution met ...

2 A tree-edit-distance algorithm for comparing simple, closed shapes
Philip Klein, Srikanta Tirthapura, Daniel Sharvit, Ben Kimia
February 2000 **Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms**
Publisher: Society for Industrial and Applied Mathematics
Full text available: pdf(817.16 KB) Additional Information: full citation, references, citings, index terms

3 Nonconvex rigid bodies with stacking
Eran Guendelman, Robert Bridson, Ronald Fedkiw
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3
Publisher: ACM Press
Full text available: pdf(5.19 MB) Additional Information: full citation, abstract, references, citings, index terms

We consider the simulation of nonconvex rigid bodies focusing on interactions such as collision, contact, friction (kinetic, static, rolling and spinning) and stacking. We advocate representing the geometry with both a triangulated surface and a signed distance function defined on a grid, and this dual representation is shown to have many advantages. We propose a novel approach to time integration merging it with the collision and contact processing algorithms in a fashion that obviates the need ...

Keywords: collision, contact, friction, nonconvex, rigid bodies

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Pattern Analysis and Machine Intelligence, IEEE Transactions on
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